

Informatics B003: Innovation and Invention

COURSE OUTLINE

Catalogue Number	3169-0000
Category	Informatics
Duration	5 Hours
Prerequisite Course	Introduction to Technology

Lesson 1: Innovation and Invention

- The Definition of Invention
- Example Inventions
- The Process of Invention
- Designs, Prototypes, and Patents

Lesson 2: Analysis of Important Inventions

- An Analysis of the Steam Engine
- An Analysis of the Refrigerator
- An Analysis of Internet Video

Lesson 3: The Development of the Computer

- The Definition of a Computer
- Early Computer Technologies
- Modern Computers
- Careers in Computers
- Computer Graphics

Lesson 4: Virtual Communication Tools – E-Mail and VoIP

- Internet Basics
- Packets, Routers, and Protocols
- E-Mail
- VoIP

Lesson 5: Social Networks and Crowdsourcing

- The History of Social Networks
- Types of Social Networks
- The Impact of Social Networks
- The Definition of Crowdsourcing
- Examples of Crowdsourcing
- Purposes for Crowdsourcing